

# BROBDINGNAG

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 Brobdingnag #64 1966AQ (F'07) 1966AV (S'06) 24 June 1964  
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Game 1965A

Fall 1907

FRENCH OVER RUN BAVARIA  
 TURKISH GENERAL COLLAPSE DISMISSED

Spring retreats:

RUSSIA (Reinsel): Army Trieste to Budapest.

GERMANY (Nelson): Fleet Denmark to Helgoland Bight.

The moves for Fall 1907:

RUSSIA (Reinsel): Army Sweden to Norway. Army Kiel support army Munich.  
Army Munich support army Kiel. Army Venice to Trieste.  
 Army Budapest support army Rumania to Serbia. Army Galicia support army  
 Ukraine to Rumania. Army Ukraine to Rumania. Army Sevastopol to Armenia.  
 Army Rumania to Serbia. Fleet Skagerrak support fleet Denmark. Fleet  
 Denmark support army Kiel. Fleet Bulgaria (east coast) to Black Sea.

FRANCE (Thompson): Fleet Tunis stand. Fleet Western Mediterranean stand.  
 Fleet Gulf of Lyon to Piedmont. Fleet English Channel to  
 London. Fleet Mid-Atlantic to English Channel. Army Yorkshire to Edin-  
burgh. Army Burgundy to Munich. Army Ruhr support army Burgundy to  
Munich. Army Holland to Kiel. Army Belgium to Holland.

TURKEY (Greene): Fleet Constantinople to Bulgaria (south coast). Fleet  
 Black Sea support fleet Constantinople to Bulgaria  
 (south coast). Army Armenia to Sevastopol. Fleet Adriatic Sea to Venice.  
 Fleet Ionian Sea to Albania. Army Serbia support fleet Constantinople to  
Bulgaria (south coast). Fleet Trieste support fleet Adriatic Sea to  
Venice. Fleet Rome stand.

GERMANY (Nelson): Army Norway to St. Petersburg. Fleet North Sea to  
Edinburgh. Fleet Helgoland Bight support FRENCH army  
 Holland to Kiel.

Underlined moves do not succeed. The Russian army in Munich must retreat  
 and has Tyrolia, Bohemia, Silesia, and Berlin open. The Russian army in  
 Venice must retreat and has Tuscany, Apulia and Tyrolia open. The Russian  
 fleet is annihilated, being dislodged and having no available retreats.  
 The Turkish army in Serbia must retreat and has only Greece available.

As a result of these moves the belligerent powers control the following  
 supply centres:

RUSSIA: Warsaw, Moscow, Sevastopol, Vienna, Budapest, Norway, Sweden,  
 Denmark, Berlin, Kiel, Rumania, Serbia. 12 in all. May build one.

FRANCE: 3 home, 3 English, 2 Iberian, Belgium, Holland, Munich, Tunis.  
12 in all. May build two.

TURKEY: 3 home, Bulgaria, Greece, Rome, Naples, Venice, Trieste. 9.  
May build one.

GERMANY: St. Petersburg. 1. Must remove two.

And that was the Russian fleet in Bulgaria that was annihilated. Deadline for retreat orders is Saturday, 8 July. All players are requested to submit build and removal orders at the same time, making them conditional on the retreats of the other powers.

Derek Nelson, playing Germany in this game, announces that after the 28th of June his address will be,

c/o General Delivery,  
Fort Frances,  
Ontario.

#### PRESS RELEASES

Ankara, 10 July. Mufta A. Pasha today announced that General Collapse has been removed from command, General Confusion commands all armies and fleets, and the ship building facilities at Izmir have been closed.

"The unemployment rate may go up", Mufta said, "But the Army Quartermaster who had battleships built for use in Serbia was, well, he made a mistake."

Athens, 13 July. Sultan Abdul III called upon France, "To brake Russia's growth!"

"The debacle in Rumania, plus the dangerous situation in Serbia, worries us deeply. This the first Turkish set back in 6 years, has created a fluid fighting front in the Balkans. This crack could grow larger into a giant fissure which would carry both the Ottoman Empire and the French Empire to a terrible death. You must strike now, France, before it is too late."

Paris, 14 July. This Bastille Day saw growing concern throughout France. The two northern Russian fleets keep the lights burning late in Paris. Could Russia be after England and the Lowlands?

With the Turkish Army of Africa, 18 July. Addis Ababa fell without a shot. Menelik's army melted away, as revolts rend the country and the Emperor himself fled to Kenya. Meshat Bey began the pacification of the country immediately.

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#### NEW BLOOD

The following have written asking about Postal Diplomacy.

Sid Cochran, Jr., 1816 South College, Tyler, Texas, USA.

Jack Hutchings, 4578 Brentlawn, Burnaby, B. C., Canada.

Game 1966AV

Spring 1906

GERMAN ARMIES CONTINUE ADVANCE INTO CARPATHIANS  
RUSSIANS SOLIDIFY HOLD ON SOUTH BALKANS  
BRITISH NAVAL STRENGTH IN MED. GROWS  
ITALIANS WIPE OUT GERMAN ARMY AT TURIN  
AUSTRIANS FIGHT TO HOLD VARDAR LINE  
ALL PROPAGANDISTS DRAFTED FOR FIGHTING FRONTS

The moves:

GERMANY (Shagrin): Fleet Holland to North Sea, Army Kiel to Denmark.  
Army Marseilles support ENGLISH Fleet Portugal to  
Spain (south coast). Army Piedmont to Venice. Army Munich to Tyrolia.  
Army Bohemia support army Munich to Tyrolia. Army Vienna to Trieste.  
Army Moscow support army Ukraine. Army Ukraine support army Silesia to  
Galicia. Army Berlin to Silesia. Army Burgundy to Munich. Army Silesia  
to Galicia.

ENGLAND (Wells): Army St. Petersburg to Finland. Fleet Norway to St.  
Petersburg (north coast). Fleet English Channel stand.  
Fleet Norwegian Sea to North Sea. Fleet Portugal to Spain (south coast).  
Fleet Western Mediterranean to Tyrrhenian Sea. Fleet Mid-Atlantic Ocean  
to North Africa. Fleet North Atlantic Ocean to Mid-Atlantic.

RUSSIA (Zelazny): Fleet Ionian Sea to Tunis. Fleet Black Sea support  
army Armenia to Sevastopol. Army Armenia to Sevastopol.  
Army Rumania to Serbia. Army Bulgaria support army Rumania to Serbia.  
Army Budapest support ITALIAN army Trieste to Venice. Army Sevastopol  
to Rumania.

ITALY (Francis): Army Venice to Piedmont. Army Tuscany support army Venice  
to Piedmont. Army Rome to Venice. Army Trieste to  
Tyrolia. Fleet Greece to Ionian Sea. Fleet Gulf of Lyon to Marseilles.

AUSTRIA (Munroe): Army Serbia to Rumania.

Underlined moves do not succeed. The move of the Russian army in Budapest is illegal, as Budapest does not border on Venice. The German army in Piedmont is annihilated, having no available retreat. The Austrian army in Serbia must retreat and has Albania and Greece open.

Deadline for retreat orders is Saturday, 8 July. Deadline for moves for Fall 1906 is the same time, as there is only one doubtful retreat. All Fall orders may be made conditional on that retreat.

Players should notice the following changes of address:

James Munroe, playing Austria, will have address

1315 South El Molino Avenue,  
Pasadena, California,  
91106

The new address becomes effective on the first of July.

Charles Wells, playing England, will have the following addresses this summer:

Until August 4th: Department of Mathematics,  
Bowdoin College,  
Brunswick, Maine, 04011

August 5th to September 6th:

c/o Sven Høiland,  
Gislemyrveien 2A,  
Kristiansand S.,  
Norway (Air Mail only).

After September 6th 3678 Lindholm Road,  
Cleveland, Ohio, 44120.

I believe that the dates listed make allowance for the time required to send a letter. Anyone with anything urgent to send near the time of address change would be well advised to send copies to both addresses.

There were no press releases.

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#### The Victory Criterion - Concluded.

A statement of BROB's victory criterion was given in #61. It was there indicated that a win was considered as being established when a country had a majority of the pieces on the board. It was pointed out that although this was clear cut in the case of Spring moves, and after builds and removals, that there was some doubt whether it should apply on the Fall move, but before the removals and builds. Mr. Calhamer was invited to give his views on that remaining case.

Mr. Calhamer has not written. And this is the third issue since the question was raised here. BROB, therefore, arbitrarily, declares for allowing a win with an absolute majority on the Fall move; this holds even in the case where that majority would no longer exist if the game proceeded to the build stage. I can't say that I am particularly happy with this choice. However, some rule must be made, and this one puts BROB in agreement with stab, and also, I believe, with Graustark. So, here, a win can occur on any season of play.

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#### Country Performances - Continued

In the last issue, BROB #63, some data were given as to the performances of the various countries in 7-man games completed to date. In Lonely Mountain #56, Charles Wells quotes and comments on the statistics. He then makes an appeal for two more sets of figures. 1. the supply centres controlled by each country at the end of play, and 2, the date of the last stand of each eliminated power.

The first of these is in fact obtainable from the list of completed games given in Braustark. However a tabulation of it may be of value and is given below.

Supply Centres at End of Game.  
(7-man completed games only)

Game	Eng	Fra	Ger	Ita	A-H	Rus	Tur
1963B			2		14	17	
1964A		15					19
1964B	4	7	3	1	17		1
1964C	18	1					15
1964D	3	1		8	18		3
1965A	8	1	2			5	18
1965E	16	7			1		10
1965H		2	2	18	12		
1965I			10	18	1	4	1
1965L			17			17	
1965S				16			18
1965T						17	17
1966D	15	1			2		11
1966E	8	1		2	5	18	
1966G	19	11			4		
Total	72	36	36	63	70	78	113
Average	5.1	2.6	2.6	4.5	5.0	5.5	3.1

The 1st line is the mean holding of the seven countries at end of game, averaged over the fourteen 7-man games completed to date. The outstanding position of Turkey, which is becoming a somewhat monotonous result, stands out quite clearly. Russia's lead over England is more surprising, and note that Austria is only marginally lower than England.

The date of elimination of the various countries in completed games is given in the table at the top of the next page. In this table the column headed "game" is the date of the game ending. The other figures give the last two digits of the year of elimination of the country concerned. K indicates that the country is in at the kill, being still alive at the end of the game, regardless of whether it won, or was a bare survivor, or somewhere between those extremes.

Year of Elimination

	<u>Game</u>	<u>Eng</u>	<u>Fran</u>	<u>Ger</u>	<u>Ita</u>	<u>A-H</u>	<u>Rus</u>	<u>Tur</u>	
1963B	1918	05	16	K	05	K	K	06	
1964A	1911	11	K	05	11	03	07	K	
1964B	1909	K	K	K	K	K	04	K	
1964C	1913	K	K	04	09	05	04	K	
1964D	1916	K	K	07	K	K	05	K	
1965A	1912	K	K	K	06	05	K	K	
1965E	1911	K	K	07	05	K	06	K	
1965H	1911	04	K	K	K	K	04	03	
1965I	1911	08	07	K	K	K	K	K	
1965L	1909	06	09	K	06	05	K	09	
1965S	1913	12	08	11	K	13	05	K	
1965T	1911	11	10	05	07	05	K	K	
1966D	1907	K	K	05	04	K	06	K	
1966E	1907	K	K	05	K	K	K	04	
Total		27	12	40	39	33	50	23	Deficit
Average		1.9	0.9	2.9	2.8	2.4	3.6	1.6	Deficit

To make a summary of this table seemed difficult. Merely to take averages of the year of elimination would place an early winner, e.g., Latimer in game 1963E in year 1907, in a more unfavourable light than a player actually eliminated at a later date in a longer game. I decided to average the "deficit", i.e., the number of years that the game lasted after the elimination of the country considered. The actual figures for the deficit are not given for the individual games, only the totals and averages.

It might be worth noting that these two statistics which Wells has asked for are exactly those incorporated in John Smythe's rating scheme (See Graustark #62 and EROD #60). Multiply the average for the second table by one half, and subtract this from the average given in the first table, and one gets the country rating as given by Smythe's system. As in all cases where a rating list combines consideration of two different things, there is an arbitrary element, namely that factor of one half, in this case.

Study of the two tables is instructive. Russia appears to be the "swing" country. It is often eliminated early, as shown by the high average deficit. But when it isn't eliminated it does quite well, finishing in the money four times and being a respectable survivor on two additional occasions. In both respects it is the exact opposite of France. France's average deficit is by far the lowest of any country, that is it is comparatively rarely eliminated and when it is the elimination occurs, typically, late in the game. On the other hand it rarely achieves anything, usually having only one or two forces on the board at the end of play.

A player's preference, as between France and Austria, reveals, I think, more about him than would a similar choice between any other pair of countries. All players, weak or strong, would probably agree about the favourable positions of Turkey and England. Similarly, nearly all would agree that Germany is difficult to play. But a choice between Austria and France will be decided differently by different players. The weak player will almost certainly opt for France. He sees the three neutral supply centres that it nearly always takes in 1901-02, after which it is nearly impregnable to attack by middle size powers. So it is almost guaranteed survival into the later stages of the game. In contrast Austria's difficulties in the opening phases of the game are notorious.

The strong, or at least the optimistic, player will make the contrary choice. France can make the opening gains all right but after that it usually finds itself with nowhere to go. With Austria, on the other hand, if the opening difficulties are surmounted, there is a very real chance of a win, or at least a strong finish.

If the height of a player's ambition is to survive he should choose France, over all other countries on the board. If he hopes to win, and is willing to take a risk of annihilation as part of the bargain, then Austria, although not the best choice, is a reasonable one, certainly far preferable to France.

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PROBINGING Completed Game Rating List - #8.

Probinging would like to extend its heartiest congratulations to one of its players, and to the person who interested its editor in Diplomacy, namely Derek Nelson. Derek has just won Game 1965G in Wild 'n Woolly (Game 1965RX in that journal's notation.) Derek won the very first Postal Diplomacy game, 1963A; with this additional win he is the only player, other than John Smythe, to have won more than once. The win was made playing England; Turkey was the first country to be eliminated (along with Italy). This results in a reversal of the positions of the two front runners, England now leading for the first time since these lists were compiled.

As Wild 'n Woolly does not normally publish a centre year table for its games, one for this game is given immediately following the Rating list.

- +24 John Smythe (W)
- +15 Derek Nelson (W)
- +14 John Moning
- + 9 Banks Lebane
- + 8 Donald Miller (W)
- + 7 Frank Clark
- + 6 James Latimer (W)  
John McCallum (W)  
Bruce Pelz (W)  
Charles Wells (W)
- +5 Rick Brooks
- + 4 Eric Blake  
John Boardman (W)  
Richard Bryant  
Robert Lake  
James MacLenzie (W)  
Dian Pelz  
Charles Turner (W)
- + 3 Robert Ward
- + 2 Dave Lebling  
Mark Orings  
Jock Root  
Gail Schow
- + 1 Bill Christian  
Ken Davidson  
Anders Svensson
- 0 Ken Bailes  
Edwin Baker  
Christina Brennan  
John Davey  
Ben Mendin  
Alan Huff (W)  
Geo. Parks
- 1 Earl Thompson
- 2 Bob Adams  
Stephen Barr  
Ron Daniels  
James Dygert  
James Goldman  
Gregory Molenaar

- 2 Charles Weinsel  
James Sanders
- 3 Ron Bounds
- 4 Clint Bigglestone  
Margaret Semignani  
Jack Harness  
John Mazon  
Dave McDaniel  
Roland Tzudiker
- 5 Tom Bulmer  
Barry Gold  
Jerald Jacks  
Stuart Keshner  
Stephen Patt
- 6 Sidney Get  
Bernie Kling  
Don Becklies  
Joel Sattel
- 8 Conrad von Letzke
- 10 Charles Brennan  
Richard Schultz
- 12 Fred Berner
- 15 Paul Marley

#### The Country List

England	+22	62.2%
Turkey	+13	57.2
Austria	+ 3	51.7
France	+ 2	51.1
Russia	- 8	45.5
Italy	-13	42.8
Germany	-19	39.4

The games included in these listings are 1963A, B, 1964A, B, C, D, 1965A, E, G, H, I, L, S, T, 1966D, E, AF. The first and the last, being 5-man games, are omitted from the country list.

It should be noted that the tables on pages 5 and 6, do not include game 1965G, word of whose completion was received as the issue was being prepared.



Game 1965G

Journal: Wild 'n Woolly, #'s 18-93. Alternate Designation, 1965KY.  
 Gamesmaster: Brannen. Initial Players: England, Derek Nelson; France, John Moning; Germany, Stephen Barr. Italy Conrad von Metzke; Austria, James Goldman; Russia, Edwin Baker; Turkey, Barry Gold. Replacements: Although listed as Austria on the initial players' list, Jim Goldman withdrew before play began, to be replaced by Bob Ward who played the country throughout the length of the game. Ronald Wilson took over Germany with the move for Winter 1903. Barry Gold ceased playing Turkey in 1903 but the country was apparently not re-assigned.

	1901	1902	1903	1904	1905	1906	1907	1908	1909	1910	
England	4	6	7	7	9	12	13	15	17	19	Wins
France	6	6	7	7	8	7	9	9	9	11	
Germany	4	4	5	5	3	1	OUT				
Italy	5	4	2	2	1	OUT					
Austria-H.	4	6	8	9	10	12	11	10	8	4	
Russia	6	3	1	1	1	1	1	OUT			
Turkey	4	4	4	3	2	OUT					

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SEALED BAG

Conrad W. von Metzke, 5327 Hilltop Drive, San Diego, Calif., 92114:

....., and Boardman, although too conservative for my taste,.....

((Don't you know that that is a dirty word where Boardman is concerned? You have just been black-listed in Diplomania. What do you think will happen to you when Boardman reads this?-jamcc))  
 ((Perhaps we should explain, for the benefit of innocent bystanders, that you were not referring to John's political opinions.))

Larry Peery, 5834 Estelle St., San Diego, Calif., 92115:

I thought Smythe's article ((EROB #63)) was quite good though I didn't agree with it entirely. I have something like it of my own which runs to about 6 pages. I have written one on each of the countries.

I can personally refute Smythe's charges against France. In the six games in which I am playing France, France is at least one of two major powers and in several cases clearly first among all.

((+(Of course France will occasionally win. There is a postal game now in progress where it is certain that France will either end up winner or in second place. In another Postal game in progress France looks like the winner. I don't think Smythe would say it can never win. After all, anything can happen, depending on alliance pattern, mutual confidence of the players, and so on. But, on the whole, my feeling is that Smythe is right in feeling that France has little chance.

France frequently gets three raises the first year. It is the only country which ever does so. Even when it only gets two raises in 1901, it can often pick up the third neutral supply centre in 1902. But where does it go from there? One of the features of the game which shows an exact parallel with 1914 is that the Western Front can not be forced, from either side, provided the opposition has three armies in the line. The Rhine line can only be forced by flanking it with a fleet in the North Sea. But possession of the North Sea will never be either a French or a German asset in the opening years of play. So that France must reconcile itself to a stalemate on its eastern frontier. Normally, however, it can not turn with its full strength elsewhere; it must always fear a German incursion and must at least defend its German border. Making the necessary deductions from its total strength to maintain its defensive line on the west bank of the Rhine, it rarely has enough left over to make substantial conquests elsewhere, say in the Med. For the remainder of the game it will then lead a sort of half life, half in the game and half out of it. With 6 or 7 forces on the board no other power can afford to seriously attack it in the early stages, but it itself is not in a position to make a serious attack anywhere, either. It will normally only come under serious attack late in the game when one or two other powers have built up to a strength of say 10 or 12 pieces. So that France's usual fate is to either survive, weakly, until the end of the game, or to be eliminated in the closing years of the struggle.

In the event that it can get an alliance with its eastern neighbour, and that it can afford to put complete faith in that neighbour so that it can use all its forces in other theatres, while denuding the Rhine line of troops, then it does have a chance. It is note worthy that in both of the games which I have mentioned where France appears to have a real chance there was a Franco-German alliance in the beginning. It is an alliance that France will not often be able to obtain however. Because the usual outcome of it is that Germany must fight a long, arduous, and foredoomed battle, with the only real prospects of gain going to France. It is hard to find players for Germany who are so self-sacrificing.

My objection to Smythe's article is his contention that the way to increase Germany's chances is to give it an additional army in 1900. I feel, on the contrary, that this would actually decrease its chances even more. ( remind me to go into this another time when I have more room. -jamcc)+))

By the way, both of the letter writers, above, have informed me that Conrad von Letzke is to be the literary Editor of Larry Peery's magazine, Xenogogic. Those who remember Conrad's own magazine, Costaguana, which had articles on a wide ranging field of subjects, will be happy to hear this. Now he will be able to write on anything he pleases, unimpeded by the necessity of looking after his games.

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PROBINGWAG is a journal of Postal Diplomacy, edited and published by John L. McCallum, Edmonton, Alberta, Canada. The price of a single issue is ten cents. Copies are available on most back numbers at the same price.